

## CLAIMS

1. A multimedia direct communication system interlocking with HTTP protocol program working with WEB server , characterized in that it comprises;  
An application program working with WEB server through HTTP protocol embedded in multi client PC;  
above mentioned each client and HTTP communication program connected with Internet or Intranet and WEB server including WEB type chat server which has CGI interface to execute application;  
said WEB type chat server using PC application so that each client can communicate each other in the semi real time electronic message communication (chat).
2. A multimedia direct communication system interlocking with HTTP described in the above Claim 1, characterized in that it comprises;  
above mentioned client application program consistently accessing and communicating with WEB server through HTTP communication program even in the situation that each client does not activate browser software.
3. A multimedia direct communication system interlocking with HTTP protocol described in above Claim 1, characterized in that it comprises;  
said client application program which is able to activate, display, transmit and receive several multimedia application, contents, information (motion picture, still picture, character information, graphic information, voice, game, etc.) by working with WEB server and HTTP in the small display space occupied in the client's PC.
4. A multimedia direct communication system interlocking with HTTP protocol according to Claim 1, ~~2, or 3~~, characterized by a client application interlocking with HTTP without necessity of activating browser at the client side, while semi real time electronic message communication (chat) is possible by using WEB server in order to pass through open port 80 of proxy server/ firewall for communication with external Internet from Intranet environment.
5. A multimedia direct communication system interlocking with HTTP according to Claim 1, characterized in that it comprises;  
above mentioned WEB server having a function to check the client side at any time and to check whether or not clients are connected with the WEB server, or whether clients are ready to accept chat communication, or whether the client side has any request or instruction to WEB server.

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6. A multimedia direct communication system interlocking with HTTP according to Claim 1, composed to enable clients to chat each other client's PC through WEB server by following the procedure in which one client chooses the other clients whom he wants to chat with in the list of the application, and request message for chat is made and if the requested client responds to the request, then the chat starts.
7. A multimedia direct communication system interlocking with HTTP according to Claim 1, characterized in that it comprises;  
WEB sever having CGI interface to be able to continuously distribute several types of information (weather forecast, stock price information, news, fortune teller message, etc.) in the form of character to the application of client's PC in the stipulated procedure through WEB server from provider outside of WEB server.
8. A multimedia direct communication system interlocking with HTTP protocol according to Claim 1, characterized by being composed to be able to communicate with other clients by activating other browser by clicking HTML format display portion in client application which is possible to hyper-link.
9. A multimedia direct communication system interlocking with HTTP protocol according to Claim 3, characterized in that the function is established to enable communication like so called TV phone, which shows other parties' faces or motion pictures of chatting party in the display space of client's application, in accordance with the defined procedure.
10. A multimedia direct communication system interlocking with HTTP protocol according to Claim 1, characterized in that it comprises:  
web server including function of identity confirmation or verification confirmation which confirms whether the client really has the right to access the WEB server when one client wants to access to the said WEB server and starts chatting with other clients or tries to get multimedia information from WEB server by selecting multimedia function of the application, by using the client's application.
11. A multimedia direct communication system interlocking with HTTP protocol according to <sup>Claim 1</sup> ~~above all Claims~~, characterized in that this system adopts the Internet popular cipher method such as SSL or SET interlocking with HTTP for communication between client's application and web server.

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